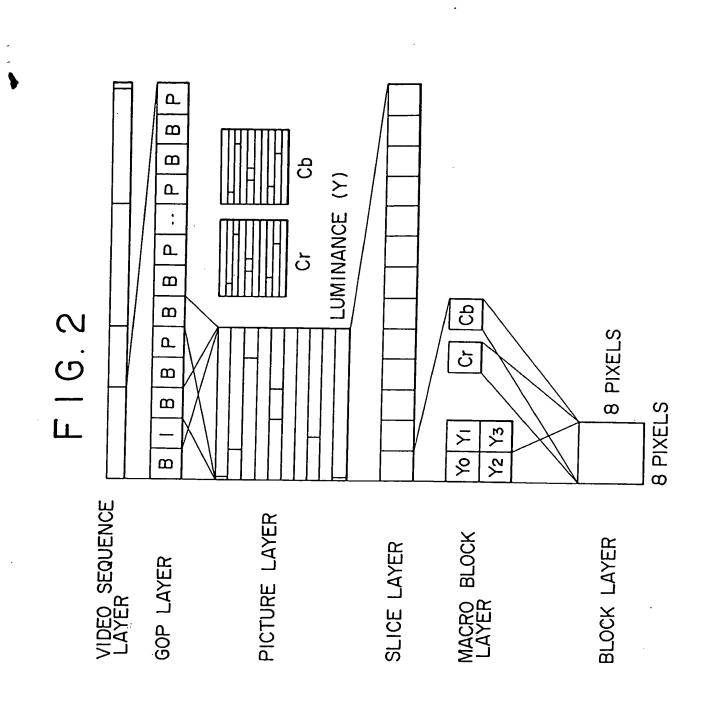
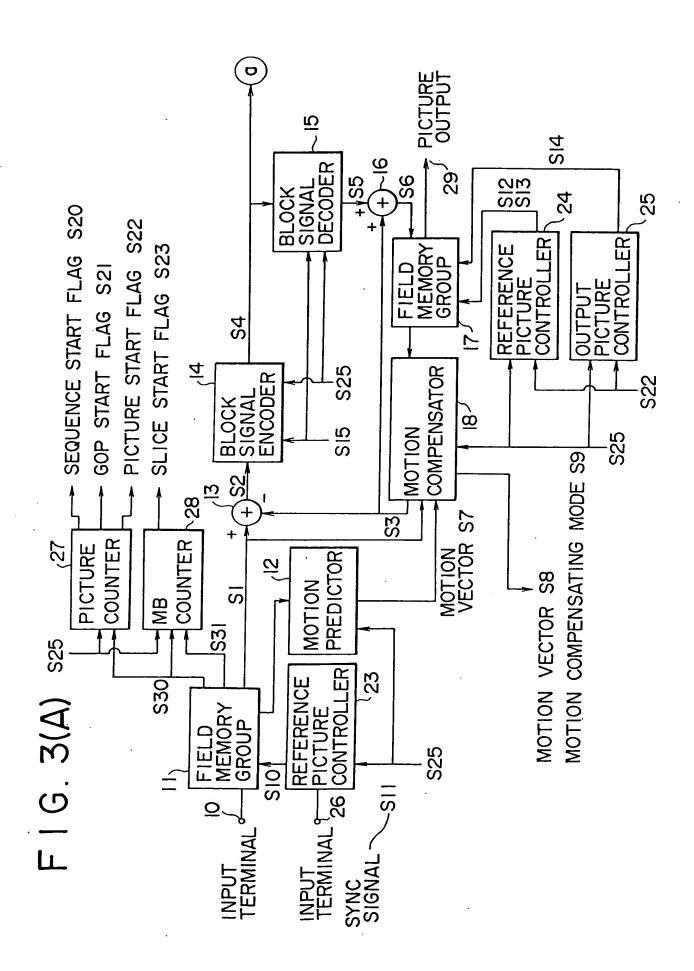
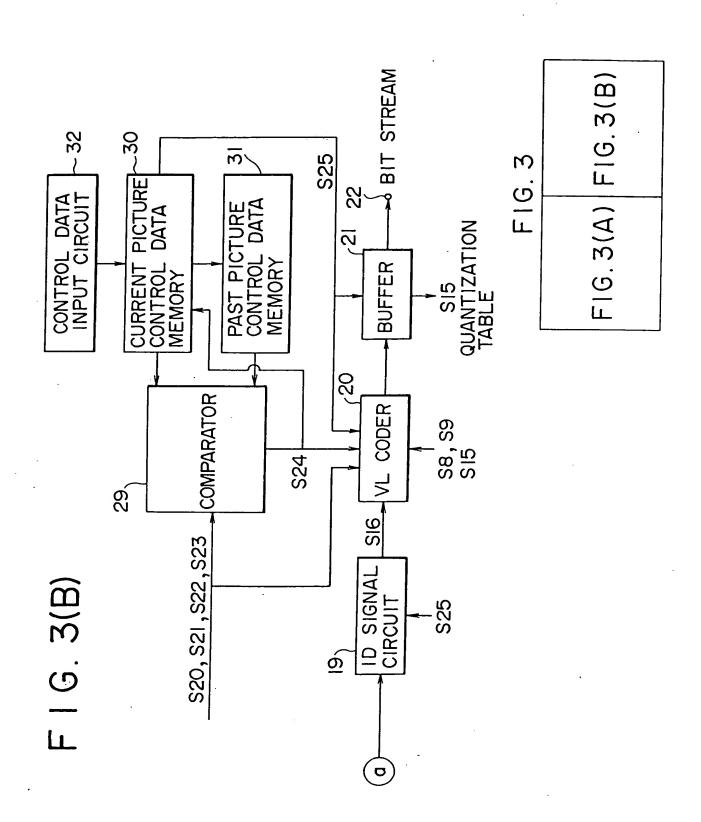
F | G. |

| SEQUENCE<br>LAYER            | SH GOP SH GOP SH GOP   |
|------------------------------|--|
| GOP LAYER                    | GH PICTURE GH PICTURE GH PICTURE GH PICTURE                            |
| PICTURE<br>LAYER             | PH SLICE PH SLICE PH SLICE   |
| SLICE<br>LAYER               | SLH M B SLH M B SLH M B  |
| MACRO<br>BLOCK<br>LAYER (MB) | MBH BLOCK MBH BLOCK MBH BLOCK  |
| BLOCK<br>LAYER               | BLO BLI BL2 BL3 BL4 BL5 SH :   |
|                              | PH : GOP HEADER PH : PICTURE HEADER SLH : SLICE HEADER MBH : MB HEADER |

8575

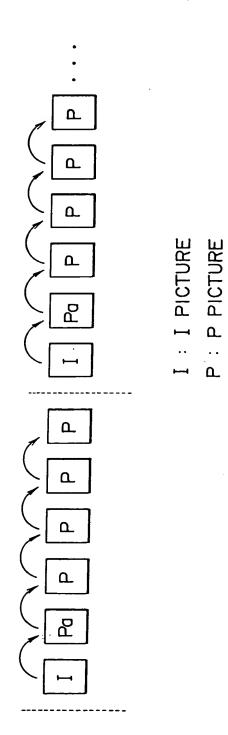






## F I G. 4

```
picture0{
                                                               32
                                                                        bslbf
  picture_start_code
                                                               10
                                                                        uimsbf
  temporal_reference
  if(sscalable) (
                                                               10
                                                                        uimsbf
    lower_picture_reference
                                                                3
                                                                        uimsbf
  picture_coding_type
                                                               16
                                                                        uimsbf
  vbv_delay
  if(picture_coding_type = 2 | picture_coding_type = 3) {
                                                                1
    full_pel_forward_vector
                                                                3
                                                                        uimsbf
    forward_f_code
  }
  if (picture_coding_type = 3) {
                                                                1
    full_pel_backward_vector
                                                                3
                                                                        uimsbf
    backward_f_code
  }
  while(nextbits0 = '1'){
                                                                         "1"
                                                                1
    extra_bit_picture
    extra_information_picture
                                                                         " n "
                                                                1
  extra_bit_picture
  next start_code0
  if (nextbits0 = extension_start_code) {
                                                               32
                                                                        bslbf
    extension_start_code
  if(picture_coding_type = 2 | picture_cording_type = 3) {
                                                                3
                                                                        uimsbf
    forward_vertical_f_code
  if(picture_coding_type = 3) {
                                                                        uimsbf
    backward_vertical_f_code
                                                                2
                                                                        uimsbf
  picture_structure
                                                                        uimsbf
  forward_reference_fields
                                                                        uimsbf
  backward_reference_fields
  if(chroma_format = "01"){ /*4:2:0*/
                                                                1
                                                                        uimsbf
    chroma_postprocessing_type
  }else{
                                                                      uimsbf
    reserved
  if(video_format! '000' ){/*composite input*/
                                                                1
                                                                        uimsbf
    v·axis
                                                                3
    field_sequence
                                                                        uimsbf
                                                                1
                                                                        uimsbf
    sub_carrier
                                                                7
                                                                        uimsbf
    burst_amplitude
                                                                8
                                                                        uimsbf
    sub_carrier_phase
                                                               16
                                                                        uimsbf
 pan_horizontal_left_upper_offset
                                                                        uimsbf
 pan_vertical_left_upper_offset
                                                               16
  if (sscalable | fscalable) {
    overlap_horizontal_left_upper_offset
                                                               17
                                                                        simsbf
```



ARROWS INDICATE EXAMPLE OF PREDICTIVE COMPENSATION

F I G. 5

